8 in 1 CyberPet

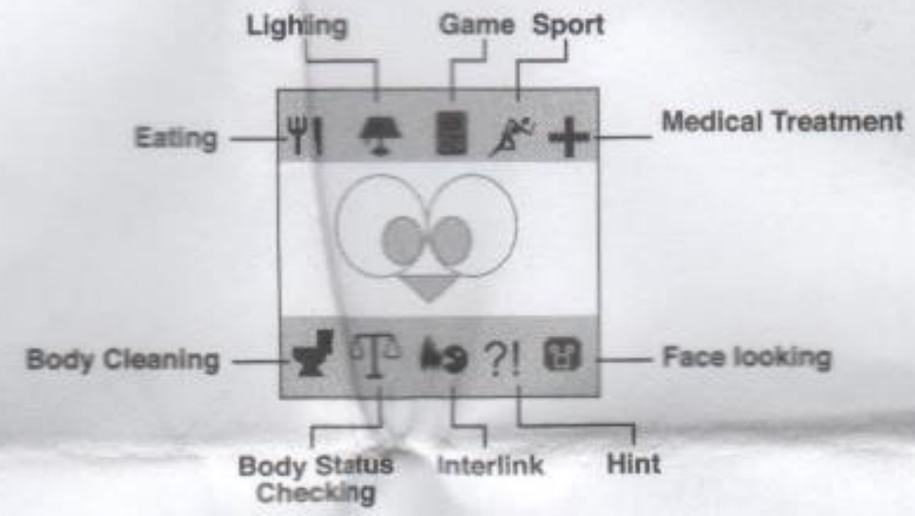
• Mascote cybernética 8-en-1

Operation note:
- At pet mode, press ✕ to clear icons, press ✓ to enter clock mode. At this time, press ▶ to switch on/off the sound. Press ✓ to return to pet mode.
- The whole game will be reset when you press the key at back of the unit.

1. There are 8 different pets for selection:
Dog, dinosaur, cat, panda, whale, penguin, monkey, chicken

2. General description
You should treat the game as bringing your own pet with love, tender and care. It will become healthily and smart under suitable care otherwise it will get sick easily or even run away. You could train up the pet to get competition with others.

3. There are two portion of controls
First part is for pet treating second part is for games control.



Key's function

✕ ◀ ▶ ✓

DOWN ROTATE LEFT RIGHT

For the normal stage
- ✕ Cancel
- ◀ Move icon to left
- ▶ Move icon to right
- ✓ Confirm/ enter clock mode

For the game stage
- DOWN - drop the brick (brick game)
- ROTATE - select game level
  rotate the brick (brick game)
  acceleration (car racing & pinball)
  move forward (frog street)
- LEFT - select game level
  move to left (at all game play)
- RIGHT - move to right (at all game play)

4. How to start
- Before ✓ key to enter time adjust mode
- Press ▶ key to adjust HOUR
- Press ✓ key to adjust MINUTE
- Press ✕ key to start the game

5. Icon Description

Eating:
You have four different foods for selection. Eating will increase hunger index and weight. But do not let your pet eat too much, otherwise it will reject and happiness index will decrease. The last two type of food is snacks which will increase weight and happiness easily.

Lighting
You have to turn off the light while you pet goes to sleep, otherwise it does not sleep well. Normally it goes to sleep at 9:00 P.M. to 9:15P.M. and wake up at 9:00 A.M. If you turn the light ON or OFF in an appropriate time, the pet will get more E.Q.

Game:
There are two games:

Game I is Hand sign guessing:
There are two hand signs on the screen, the left one is your pet, the right one is for your competitor. Press key to stop the right sign which will change sequentially. There are 5 chances, if your pet wins then it's IQ will be more, and EQ also increase no matter win or lose.

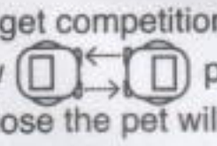
Game II is brick game including 816 different games/ levels:
A : ping pong (16) B : car racing(4)
C : shooting (8) D : snake(2)
E : frog sheet (16) F : shooting brick (2)
G~V : brick game 1~16 (48 sub-game)
After entering game II mode, press "Left" key to select games and press "✓" to select the game level. Press "Left" and "✓" at the same time to quit the game

Sport:
Every time you take this and shake the unit, the health index will be increased but the hunger index and the weight will be decreased. If the weight is under 6kg, it will reject to do so.

Medical treatment:
When it gets sick, you should do medical treatment. Every time you do this, the health index increase but it will be unhappy. (It will easy get sick while it is in baby stage and old stage. Hence needs special care in this stage.)

Body cleaning:
Do cleaning whenever you see the " ". If you do not clean it within 15 minutes it's health will be effected and it will become unhappy.

Body status checking:
You can check the status of the pet: AGE/ WEIGHT, POWER, IQ, HEALTH, HAPPINESS, EQ, HUNGER index.

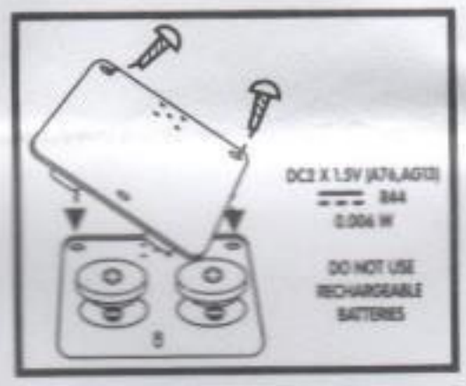
Interlink (competition):
Select this when you would like to get competition with others. Try to get the other unit and link as follow  press enter to start.
If you win, you get score. But you lose the pet will die.

Hint:
It reminds you there are something you have forgotten to do. You should do the corresponding action as soon as possible.

Face Looking:
You could see what the emotion and face looking of your pet when you select this icon.

- The demonstration batteries in this toy may have a short life due to consumer testing while on display. You are advised to replace with new batteries when the function becomes impaired.
- Read the instructions before use, follow them and keep them for reference.

Battery Replacement:
Batteries should only be changed under adult supervision.
Remove screw to open battery compartment cover. This unit requires 2 AG13 button cell (included). Always replace all batteries at the same time. Replace battery compartment cover and screw.
Switch the toy off before inserting the batteries.
Different types of batteries or old and new batteries are not to be mixed.
Only batteries of the same or equivalent type are to be used.
Batteries are to be inserted with the correct polarity.
Remove exhausted batteries from the toy.
Remove batteries from toy when not in use.
Do not short circuit the battery terminals.
Never throw batteries in a fire or attempt to open up its outer casing.
Batteries are harmful if swallowed, so keep away from young children.



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